

**CITY OF BURLINGTON  
DEPARTMENT OF RECREATION AND PARKS  
YOUTH BASEBALL AND SOFTBALL RULES - 2010**

**I. ELIGIBILITY**

- A. AGE - Any boy or girl, who meets the age requirement of the league they wish to play in, The Recreation and Parks Department through the use of Birth Certificates will check each player's age.

**II. PLAYER SELECTION FOR TEAMS:**

- A. At the beginning of the season, each player **MUST REGISTER** with the Recreation and Parks Department. **Absolutely no one will be allowed to play if they fail to register.**
- B. Players will be assigned a team by the Recreation and Parks Department.
- C. Players are eligible to play with only one team in the Recreation Department
- D. Beginning with the 2008 season, any youth baseball team with five or more travel/school players will be moved up one age level. For Example, a team with "first year" age players will be moved into a "second year" age division, or a team with "second year" age players Will be played up in to the "first year" division of the next higher league.

**III. EQUIPMENT:**

- A. The ball shall be an official baseball or softball. Each team will be furnished four (4) balls for practice at the start of the season. One new and one used ball will be furnished for each game.
- B. The bat shall be round and made entirely of wood or aluminum. Bats must be official Little League or Official softball.
- C. Batting protective helmets must be worn by all baseball and fast pitch softball batters at the plate. A face guard is optional for batters to wear in baseball and softball. Helmets will be furnished. Runners must also wear them in all baseball and fast pitch softball leagues.
- D. Each player in the field must wear a glove.
- E. Catcher's equipment will be furnished.

**IV. GENERAL RULES:**

- A. Postponed Games:
1. In case of rain, the Athletic Staff will call off a game by 4:00 p.m. the day of the game. Coaches will be notified if possible. After 4:00, the Athletic Staff/ umpires will decide if the game is to be played or not. TEAMS MUST REPORT TO THE FIELD FOR THE DECISION. Call the Leisure Line at 222-5147 or log on to city website and sign up for "notify me" for an update on postponed games.
  2. Games will be made up whenever rescheduled by the Athletic Staff. Teams must be available for make-up games.
- B. PRACTICE:
1. Coaches may reserve the fields for practice through the Recreation and Parks Department.
  2. No more than 2 practice times per week. 1 practice time equals 1 hour.
- C. PROTESTS:
1. Protests will be allowed only on ineligible players. Teams using ineligible players will automatically forfeit the game in question; no appeal will be allowed. An ineligible player is someone who is not officially registered or plays in the tournament without enough games.
  2. Deliberate violations of playing rules may cause suspension of coaches and participants by the Recreation and Parks Department.
- D. AWARDS:
1. Individual medals will be awarded to the league/division champion.
  2. In the event of a tie for the championship, each team will get medals.
- E. LEAGUE PLAY:
1. The Athletic Staff will set up leagues and draw up schedules.
  2. Play will be on 15 fields: Davidson Park (2), Forest Hills, Northwest Park, Beaumont, City Park #5,& City Park #4 Tu & Thur only, Hillcrest, Smith and Burl/Springwood Park #1-#4. Fairchild Park 1 & 2.
- F. SCORESHEETS:
1. Official scorekeepers will be provided. In the absence of an official scorekeeper, both teams must turn in scoresheets immediately after the game to the umpire. The Recreation and Parks Department will furnish Scorebooks. In case of disagreement, home team's score will be official. In the absence of an official scorekeeper, the umpires (s) will keep time.
- G. FOUL BALLS:
1. Team at-bat is responsible for having someone return foul balls to the playing field.
- H. BENCHES:
1. Home team takes the 3<sup>rd</sup> base dugout.
  2. Only players, up to 3 coaches, and 1 scorekeeper shall be allowed in the team dugout.
- I. THROWING BAT:
1. If a player throws a bat, that team will be given one warning. After the warning, any player for that team throwing a bat will be called out.
- J. COACHES ON FIELD:
1. T-ball – (defense) as stated in league rules, (offense) 1<sup>st</sup> & 3<sup>rd</sup> coaches box plus pitching rubber or home plate if applicable
  2. Pee Wee Baseball & Softball – (defense) one behind catcher & one in front of dugout fence. (offense) pitching rubber/1<sup>st</sup> & 3<sup>rd</sup> coaches box.
- No ball buckets, stools, or chairs of any kind are allowed outside the dugouts during the game.
3. Mite, Midget, Intermediate, Junior Baseball and Mite thru Jr/Sr Girls Softball – (defense) one in front of dugout fence. (offense) 1<sup>st</sup> & 3<sup>rd</sup> coaches box. No ball buckets, stools, or chairs of any kind are allowed outside the dugouts during the game.
- K. GRACE PERIOD:
- There will be a 5-minute grace period allowed for the first schedule game time of the night only. If both teams have the minimum number of players to start at game time, then the grace period does not apply.
- L. APPEAL PLAYS:
- If a player misses a base or a player leaves a base too soon, the umpire should call the player out after time has been called, but only if the umpire actually saw the infraction occur. The umpire should extend their arm out and make a fist (delayed dead ball signal) to indicate their knowledge of the infraction, and to wait until play stops to administer the penalty.

**M. TOBACCO PRODUCTS/SMOKING:**

None of any kind will be permitted on the playing field or in the dugout area.

**N. Alcoholic Beverages:**

None of any kind will be permitted on city property (field, dugout, bleachers, parking lot, etc)

**O. HOME PLATE SLIDES:**

Rolling Block and Body/shoulder block slides at home plate are prohibited. Offending player will be called out. Extreme unsportsman-like contact, the offending player will be removed from the game. Head first slides are allowed, as long as they are done legally

P. A Runner is never required to slide, but runners must try and avoid contact with fielders (NCHS Rule)

Q. Any warm up prior to game time must be conducted on sidelines and/or outfield. No infield practice allowed.

R. For safety reasons: the on deck batter has the option of using the on deck circle beside either dugout (home or visitor).

S. Peewee through Junior Leagues (including Girls SB) – 10 run switch up rule: When a team establishes a 10 run lead, the team's bat will end at that point. Each inning thereafter, the team with the 10 or more run lead will only be allowed to bat five (5) batters or have 3 out whichever comes first. If the losing team cuts the lead to less than 10 runs, the leading team will resume normal batting until they re-establish a 10 run lead. Once the team regains the 10 run advantage, five (5) more batters will be permitted to bat in that inning.

T. Mite Boys through Junior Boys Leagues – Pitching restriction rule (when teams must play 3 or more times in a week, during regular season): A pitcher may pitch in each game, but is not allowed to exceed 6 innings (mite and midget) or 7 innings (Intermediate and Junior) in consecutive games. Example for mite/midget: Game #1 (3 innings) Game #2 (3 innings) Game #3 (3 innings); Example for Intermediate/Juniors: Game #1(3 innings) Game #2 (4 innings) Game #3 (3 innings)

U. Mite BB through Junior BB- Coaches must identify their starting pitcher & catcher on their line up card/scorebook to the scorekeeper. Before each game. Any changes to the pitching/catching positions must be given to the scorekeeper at that time.

V. Ejections: Any player, coach or spectator ejected from a game for unsportsman-like behavior must leave the game field (go to parking lot) immediately and is in-eligible for their team's next game. If a player or coach is given a "Bench Restriction" ejection, They must remain in the dugout for the rest of the game. They will be eligible for their next game.

W. Burlington Recreation & Parks youth baseball and softball games that are tied upon completion of their time limit or their scheduled Number of innings, shall play ONE inning with the international Tie Breaker Rules in effect. If the tie is not broken in that one extra Inning, the game shall be declared completed and recorded as a tie. This change is being made to keep our games more on schedule and to prevent unreasonably late nights at the ballfields for the kids. In the interest of fairness, this rule will be in effect regardless of whether the tied game is the first, second or last game of the night on the field. We appreciate your cooperation.

X. International Tie Breaker: If a game is tied upon completion of the game (6 or 7 innings) or inning when the time limit expires, the next inning (s) will be started with a runner on 2<sup>nd</sup> base for the team that is batting. The player who made the last out in the previous inning will be the runner put on 2<sup>nd</sup>.

Y. Rule Book: Baseball (National High School Federation), Softball (ASA)

**V. RULES FOR CONDUCT:**

A. No misconduct such as outbursts toward umpires or other players will be allowed. Umpires will use their judgement as to what constitutes misconduct and applying penalties.

1. 1st Infraction: Warning

2. 2nd Infraction: Suspension from game and must leave the premises.

3. 3rd Infraction: (By same team in same game) Forfeiture of game.

4. Two suspensions by any one participant in the same season will automatically suspend that participant for the remainder of the season.

B. Any player or manager who is suspended from a game by the umpire will remain suspended for one additional game.

C. Any player or manager who has been drinking any alcoholic beverage will be suspended from the game.

D. Any player or manager who uses profanity will be suspended from the game.

E. Any flagrant violation of any Recreation and Parks Department rule such as fighting or attacking an umpire or any player or manager causing any undue disturbance shall be suspended from Recreation Department activities. The Recreation Department will have the authority to decide what incidents will be punished and what the penalty will be.

**VI. PARTICIPATION OF PLAYERS:**

A. All players must play in every game. See League Playing rules for specifications. Exception: (Must be noted on scoresheet).

1. Disciplinary action approved by the Recreation and Parks Department such as cutting practice, disorderly behavior, or suspension from previous game.

2. Players not at game - sickness, vacation, etc.

3. Players late for game (playing for a team in another program, etc.)

B. Scoresheets will be used to determine if players played.

**VII. DIRECTOR OF PROGRAM:**

A. Athletic staff will be in charge of program and has the right to make any decision on matters not covered in these rules, change any rules, or create new rules.

**VIII. DUTIES OF THE COACH:**

A. To teach sportsmanship and baseball or softball skills to all players and provide recreation opportunities to all.

B. To be responsible for all equipment issued and it's returned to the Recreation and Parks Department.

C. Coaches should be aware of the conduct of their team members and should help control their fans.

D. Attend certification and league wide meetings. Obtain schedules (regular season /makeups) and communicate the information to their team members.

**IX. OBJECT AND PRINCIPLE:**

To provide recreation for participants and to extend, perfect and foster baseball and softball; to uphold the aims and ideals of the Recreation and Parks Department; and to encourage the principle of good sportsmanship. **Always remember: Games are for the kids!**

**T-BALL BASEBALL LEAGUE PLAYING RULES**

**I. ELIGIBILITY:**

AGE - Any boy or girl who has not reached their 7th birthday before August 1st of the playing year.

II. EQUIPMENT:

- A. The bat shall not be more than 30 inches in length.
- B. Tennis shoes or molded spikes must be worn by players. **Metal cleats are prohibited.**

III. PLAYING RULES:

- A. High School baseball rules will be used with the exceptions as listed below:
  - 1. The diamond shall be the same size as regulation baseball with 40 or 46 feet for distance from home plate to the pitcher's rubber and 60 feet the distance between the bases. A circle will be drawn around the pitching rubber (s) NCHS Specification.
  - 2. Ten players constitute a team, but a team may begin with a minimum of seven (7) players, if no more are available at game time. Up to six outfielders may be used and they must be in the outfield.
  - 3. All games shall be 6 innings if time permits. There will be a 1-hour time limit. No inning will be started with 5 minutes or less remaining in the limit. If time expires during an inning, that inning will be finished. The home team's coach's time will be official. In case of rain, 1 inning must be played to constitute a game.
  - 4. A defensive player will be used to field the pitching position and must be in the pitching circle when the ball is put in play.
  - 5. The batter has the option of hitting the ball off the tee or hitting a pitched ball by the coach. During their time at bat, a batter may choose a combination of hitting off the tee or a pitched ball from the coach.
  - 6. Each batter will be allowed 5 swings to hit the ball. If they do not hit it in 5 swings, the batter takes 1<sup>st</sup> base. Strikeouts are omitted.
  - 7. No bunting is allowed.
  - 8. A base runner may not leave the base until the ball is hit. He/she may advance to next base on a hit ball or when forced. Runners may advance 1 base only (at their own risk) on an infield error.
  - 9. No runner is allowed to steal any base.
  - 10. Substitution: Free substitution will be allowed. No limit on the number of times in and out of the game.
  - 11. Participation Rules: Every player must be listed in the batting order and the batting order will be used continuously. Every player Must also play two innings in the field, (this is based on 6 innings)
  - 12. Time will automatically be called when the ball is returned to any infielder. Runners halfway to the next base will get the base. If the runner is less than halfway - runner returns to the base he/she left.
  - 13. There will be a 6 foot chalk line located at the halfway point in between 1<sup>st</sup> and 2<sup>nd</sup> base, 2<sup>nd</sup> and 3<sup>rd</sup> base and home plate, to help determine if the runner (s) advance or goes back at the time the play becomes dead.
  - 14. The defensive team may use 2 coaches in the outfield and 1 coach behind second base to help instruct their players, also one coach behind the catcher.
  - 15. Coaches will umpire the games.
  - 16. This is an instructional league. No score will be kept. Emphasis must be put on teaching the fundamentals and good sportsmanship.
  - 17. For each inning, each team bats around and then changes sides, no outs are kept.

**PEE WEE BASEBALL LEAGUE PLAYING RULES**  
**PEE WEE GIRLS SOFTBALL LEAGUE PLAYING RULES**

I. ELIGIBILITY:

AGE - Any boy or girl who has not reached their 9th birthday before August 1st of the playing year. (baseball), before January 2<sup>nd</sup> (softball)

II. EQUIPMENT:

- A. The bat shall not be more than 32 inches in length.
- B. Tennis shoes or molded spikes must be worn by players. **Metal cleats are prohibited.**

III. PLAYING RULES:

- A. High School baseball rules, ASA Fast Pitch Rules (girls) will be used with the exceptions as listed below:
  - 1. The diamond shall be the same size as little league baseball/softball with 35, 40 or 46 feet for distance from home plate to the pitcher's rubber and 60 feet the distance between the bases. A circle will be drawn around the pitching rubber (s) NCHS Specifications
  - 2. Ten players constitute a team, but a team may begin with a minimum of seven (7) players, if no more are available at game time. Four outfielders will be used and they must be in the outfield by the umpire's judgement, (this is based on 10 players at the game).
  - 3. All games shall be 6 innings if time permits. There will be a 1-hour time limit. No inning will be started with 5 minutes or less remaining in the limit. A new inning starts simultaneously with the 3<sup>rd</sup> out on the home team. If time expires during an inning, that inning will be finished. The official scorekeeper's time will be official. If there is no official scorer, umpire's time will be official. In case of rain, 2 ½ or 3 innings must be played to constitute a game, (determined by team behind).
  - 4. A coach will be used to pitch. If the ball hits the coach/ pitcher it will be dead. Batter will get first base and any runner will get one base if forced. A defensive player will be used to field the pitching position; the player must be in the pitching circle at the time of the pitch.
  - 5. Each batter will be allowed 5 pitches to hit the ball fair. **Exception: on the 5<sup>th</sup> pitch or any pitch after, the batter stays alive if they foul off the pitch. If they don't they will be out.** Walks and strikeouts are omitted. A batter must hit the ball to get on base. Pee Wee Girls league will use 11 inch softball.
  - 6. No bunting is allowed.
  - 7. A base runner may not leave the base until the ball is hit or crosses home plate. Penalty: The runner is out and ball is dead. They may advance to next base on a hit ball only.
  - 8. No runner is allowed to steal any base.
  - 9. The modified speed up rule will be in effect.
    - A. Substitute runner for catcher with two outs when catcher is base runner. Use the last player making an out to run for the catcher. Coaches must identify their catcher on their line up card/scorebook to the scorekeeper before each game. Any changes to the catching position must be given to scorekeeper at that time.
  - 10. Substitution: Free substitution will be allowed. No limit on the number of times in and out of the game.
  - 11. Participation Rules: Every player (present at game time) must be listed in the batting line up provided to the scorekeeper, and the batting line up will be used continuously. A player arriving after the 1<sup>st</sup> pitch must be put at the bottom of the line up in the order they arrived. Every player must play two innings in the field, (this is based on a 6-inning game).
  - 12. Only players who are sick or injured (physically unable to bat) will have their turn skipped without an out. Players ejected or those who leave the game early because of another obligation will be an out each time their turn comes up. (coaches must communicate player status with scorekeeper)
  - 13. Time should be called when the defensive team gets the ball back to the coach/pitcher or player/pitcher in the pitching circle.
  - 14. There will be a 6 foot chalk line located at the halfway point in between 1<sup>st</sup> and 2<sup>nd</sup> base, 2<sup>nd</sup> and 3<sup>rd</sup> base and home plate, to help determine if the runner (s) advance or goes back at the same time the play becomes dead.
  - 15. If a ball is fielded by an outfielder, they should relay the ball to an infielder, which then may relay the ball to the coach/player

- Pitcher, or try and get the runner (s) out.  
16. There is no infield fly rule.

### **MITE BASEBALL LEAGUE PLAYING RULES**

- I. Eligibility:  
Age - Any boy who has not reached his 11th birthday before August 1st of the playing year.
- II. Equipment:  
A. The bat shall not be more than 32" in length.  
B. Tennis shoes or molded rubber spikes must be worn by players. **Metal Cleats are prohibited.**
- III. PLAYING RULES:  
A. High School baseball rules will be used with the exceptions as listed below:  
1. The diamond shall be the same size as little league baseball with 46 feet the distance from home plate to the pitcher's rubber and 60 feet the distance between the bases.  
2. Ten players constitute a team, but a team may begin with a minimum of seven (7) players, if no more are available at game time. Four outfielders will be used (this is based on 10 players at the game).  
3. All games shall be 6 innings if time permits. There will be a 1-hour and 30 minute time limit. No inning will be started with 10 minutes or less remaining in the limit. A new inning starts simultaneously with the 3<sup>rd</sup> out on the home team. If time expires during an inning, that inning will be finished. Official scorekeeper's time will be official. If there is no official scorer, umpire's time will be official. In case of rain, 2 ½ or 3 innings must be played to constitute a game, (determined by team behind).  
4. No batter will be allowed to advance to first base on a third strike not properly handled by the catcher.  
5. Base Stealing: a base runner must be in contact with the base until the ball crosses the plate. Players may steal 2nd and 3rd bases only. Runners can only advance from 3<sup>rd</sup> to home on a batted ball or bases loaded walk.  
6. There will be no passing the ball around after a put out, and the pitcher will be allowed only five (5) warm up pitches between innings.  
7. A coach will not be allowed to talk to the pitcher more than one time in a single inning. The second time he goes out on the field, the pitcher must be changed. This does not mean the pitcher must be removed from the game.  
8. The modified speedup rule will be in effect: a) Wave batter to first on an intentional walk; b) Substitute runner for catcher with 2 outs when catcher is a base runner; c) Use the last player making an out to run for the catcher.  
9. Rules regarding pitchers will be followed as a protective measure for pitchers. (Any pitcher who pitches in four innings of one game must have a minimum of 72 hours rest before he can pitch in another game. Less than 4 innings - 48 hours rest. A pitcher may not pitch in more than 6 innings per game or more than a total of 6 innings in 7 calendar days. 7 - day period runs from Monday through Sunday.  
10. Substitution: Free substitution will be allowed. No limit on the number of times in and out of the game.  
11. Participation Rules: Every player (present at game time) must be listed in the batting lineup provided to the scorekeeper, and the batting line up will be used continuously. Players arriving after the 1<sup>st</sup> pitch must be put at the bottom of the line up in the order they arrived. Every player must play two innings in the field, (this is based on a 6-inning game).  
12. Only players who are sick or injured (physically unable to bat) will have their turn skipped without an out. Players ejected or those who leave the game early because of another obligation will be an out each time their turn comes up. (Coaches must communicate player status with scorekeeper)  
13. There is no infield fly rule.  
14. "No Walk" Rule will be in effect for lower divisions. "No Walk" Rule is listed separately.

### **MIDGET BASEBALL LEAGUE PLAYING RULES**

- I. Eligibility:  
Age - Any boy who has not reached his 13th birthday before August 1st of the playing year.
- II. Equipment:  
A. The bat shall not be more than 33" in length.  
B. Tennis shoes or molded rubber spikes must be worn by players. **Metal Cleats are prohibited.**
- III. PLAYING RULES:  
A. High School baseball rules will be used with the exceptions as listed below:  
1. The diamond shall be the same size as regulation baseball with 50 feet for distance from home plate to the pitcher's rubber and 70 feet the distance between the bases.  
2. Ten players constitute a team, but a team may begin with a minimum of seven (7) players, if no more are available at game time. Four outfielders will be used (this is based on 10 players at the game).  
3. All games shall be 6 innings if time permits. There will be a 1-hour and 30 minute time limit. No inning will be started with 10 minutes or less remaining in the limit. A new inning starts simultaneously with the 3<sup>rd</sup> out on the home team. If time expires during an inning, that inning will be finished. The Official Scorekeeper's time will be official. If there is no official scorer, the umpire's time will be official. In case of rain, 2 ½ or 3 innings must be played to constitute a game. (determined by team behind).  
4. A batter will be allowed to advance to first base on a third strike not properly handled by the catcher.  
5. There will be no passing the ball around after a put out, and the pitcher will be allowed only five (5) warm up pitches between innings.  
6. A coach will not be allowed to talk to the pitcher more than one time in a single inning. The second time he goes out on the field, the pitcher must be changed. This does not mean the pitcher must be removed from the game.  
7. The modified speedup rule will be in effect: a) Wave batter to first on an intentional walk; b) Substitute runner for catcher with 2 outs when catcher is a base runner; c) Use the last player making an out to run for the catcher.  
8. Rules regarding pitchers will be followed as a protective measure for pitchers. (Any pitcher who pitches in four innings of one game must have a minimum of 72 hours rest before he can pitch in another game. Less than 4 innings - 48 hours rest. A pitcher may not pitch in more than 6 innings per game or more than a total of 6 innings in 7 calendar days. 7 - day period runs from Monday through Sunday.  
9. Substitution: Free substitution will be allowed. No limit on the number of times in and out of the game.  
10. Participation Rules: Every player (present at game time) must be listed in the batting line up provided to the scorekeeper, and the batting order will be used continuously. Player arriving after the 1<sup>st</sup> pitch must be put at the bottom of the line up in the order they arrived. Every player must play two innings in the field, (this is based on a 6-inning game).  
11. Only players who are sick or injured (physically unable to bat) will have their turn skipped without an out. Players ejected or those who leave the game early because of another obligation will be an out each time their turn comes up. (coaches must communicate player status with scorekeeper)

## **INTERMEDIATE BASEBALL LEAGUE PLAYING RULES**

### **I. Eligibility:**

Age - Any boy who has not reached his 15th birthday before August 1st of the playing year.

### **II. Equipment:**

The bat shall not be more than 34" in length. Tennis shoes or molded rubber spikes must be worn by players. **Metal Cleats are prohibited.**

### **III. PLAYING RULES:**

A. High School baseball rules will be used with the exceptions as listed below:

1. The diamond shall be 54', the distance from the point of home plate to the pitcher's rubber and 80', the distance between the bases.
2. Nine players constitute a team, but a team may begin with a minimum of seven (7) players, if no more are available at game time.
3. All games shall be 7 innings if time permits. There will be a 2-hour time limit. No inning will be started with 10 minutes or less remaining in the limit. A new inning starts simultaneously with the 3<sup>rd</sup> out on the home team. If time expires during an inning, that inning will be finished. The official scorekeeper's time will be official. If there is no official scorer, the umpire's time will be official. In case of rain, 3 ½ or 4 innings must be played to constitute a game. (determined by team behind).
4. There will be no passing the ball around after a put out, and the pitcher will be allowed only five (5) warm up pitches between innings.
5. A coach will not be allowed to talk to the pitcher more than one time in a single inning. The second time he goes out on the field, the pitcher must be changed. This does not mean the pitcher must be removed from the game.
6. The modified speedup rule will be in effect: a) Wave batter to first on an intentional walk; b) Substitute runner for catcher with 2 outs when catcher is a base runner; c) Use the last player making an out to run for the catcher.
7. Rules regarding pitchers will be followed as a protective measure for pitchers. (Any pitcher who pitches in four innings of one game must have a minimum of 72 hours rest before he can pitch in another game. Less than 4 innings - 48 hours rest. A pitcher may not pitch in more than 7 innings per game or more than a total of 7 innings in 7 calendar days. 7 - day period runs from Monday through Sunday.
8. Substitution: Free substitution will be allowed. No limit on the number of times in and out of the game.
9. Participation Rules: Every Player (present at game time) must be listed in the batting line up provided to the scorekeeper, and the batting line up will be used continuously. Players arriving after the 1<sup>st</sup> pitch must be put at the bottom of the line up in the order they arrived. Every player must play 2 innings in the field (this is based on a 7-inning game).
10. Only players who are sick or injured (physically unable to bat) will have their turn skipped without an out. Players ejected or those who leave the game early because of another obligation will be an out each time their turn comes up. (Coaches must communicate player status with scorekeeper)

## **JUNIOR BASEBALL LEAGUE PLAYING RULES**

### **I. Eligibility:**

Age - Any boy who has not reached his 19th birthday before August 1st of the playing year.

### **II. Equipment:**

The bat shall not be more than 35" in length. Tennis shoes or molded rubber spikes must be worn by players. **Metal Cleats are prohibited.**

### **III. PLAYING RULES:**

A. High School baseball rules will be used with the exceptions as listed below:

1. The diamond shall be 60'6", the distance from the point of home plate to the pitcher's rubber and 90', the distance between the bases.
2. Nine players constitute a team, but a team may begin with a minimum of seven (7) players, if no more are available at game time.
3. All games shall be 7 innings if time permits. There will be a 2-hour time limit. No inning will be started with 10 minutes or less remaining in the limit. A new inning starts simultaneously with the 3<sup>rd</sup> out on the home team. If time expires during an inning, that inning will be finished. The official scorekeeper's time will be official. If there is no official scorer, the umpire's time will be official. In case of rain, 3 ½ or 4 innings must be played to constitute a game. (determined by team behind).
4. There will be no passing the ball around after a put out, and the pitcher will be allowed only five (5) warm up pitches between innings.
5. A coach will not be allowed to talk to the pitcher more than one time in a single inning. The second time he goes out on the field, the pitcher must be changed. This does not mean the pitcher must be removed from the game.
6. The modified speedup rule will be in effect: a) Wave batter to first on an intentional walk; b) Substitute runner for catcher with 2 outs when catcher is a base runner; c) use the last player making an out to run for the catcher
7. Rules regarding pitchers will be followed as a protective measure for pitchers. (Any pitcher who pitches in four innings of one game must have a minimum of 72 hours rest before he can pitch in another game. Less than 4 innings - 48 hours rest. A pitcher may not pitch in more than 7 innings per game or more than a total of 7 innings in 7 calendar days. 7 - day period runs from Monday through Sunday.
8. Substitution: Free substitution will be allowed. No limit on the number of times in and out of the game.
9. Participation: Every player (present at game time) must be listed in the batting line up provided to the scorekeeper, and the batting line up will be used continuously. Player arriving after the 1<sup>st</sup> pitch must be put at the bottom of the line up if the order they arrived. Every player must play 2 innings in the field (this is based on a 7- inning game).
10. Only players who are sick or injured (physically unable to bat) will have their turn skipped without an out. Players ejected or those who leave the game early because of another obligation will be an out each time their turn comes up. (coaches must communicate player status with scorekeeper)

## **GIRLS SOFTBALL LEAGUES (FAST PITCH)**

### **I. ELIGIBILITY:**

AGE: Mite League- will be for players who will not be 11. Midget League - will be for players who will not be 13; Intermediate League - will be for players who will not be 15; before January 2nd of the playing year.

### **II. PLAYING RULES:**

A. Official ASA Fast Pitch Rules will be used in all leagues with the following exceptions:

1. Games will be 6 innings if time permits. There will be an 1-hour time limit for mites; 1-hour 15 minute time limit for midgets, thru jr/sr. No inning may start with 5 minutes or less remaining in the time limit. A new inning starts simultaneously with the 3<sup>rd</sup> out on the home team. If time expires during an inning, that inning will be finished. The official scorekeeper's time will be official. If there is no official scorer, the umpire's time will be official.
2. Ten players constitute a team, but a team may begin with a minimum of 7 players, if no more are available at game time. Four outfielders are used, (this based on 10-players at the game)

3. Pitchers will be allowed 5 warm-up pitches in each inning.
4. In the event of a game being called because of rain, 2 ½ or 3 innings must be played. (determined by team behind)
5. Pitching distance will be 35 feet for mite and midget, 40 feet for Intermediate. Bases will be 60 feet. A circle will be drawn around the pitching rubber (s). NCHS Specifications.
6. No metal cleats will be allowed in any league.
7. Participation: Every player (present at game time) must be listed in the batting line up provided to the scorekeeper, and the batting line up will be used continuously. Players arriving after 1<sup>st</sup> pitch must be put at the bottom of the line up in order they arrived. Every player must play 2 innings in the field, (this is based on a 6-inning game).
8. Base stealing: Runners must stay in contact with the base until the ball leaves the pitchers hand. Mites (player may steal 2<sup>nd</sup> and 3<sup>rd</sup> bases only, runners can only advance from 3<sup>rd</sup> to home on a batted ball or bases loaded walk) Midgets & Intermediates (players may steal any base including home).
9. 11-inch softball used in mite and midget, 12-inch softball used in intermediates.
10. Only players who are sick or injured (physically unable to bat) will have their turn skipped without an out. Players ejected or those who leave the game early because of another obligation will be an out each time their turn comes up. (coaches must communicate player status with scorekeeper).
11. There is no infield fly rule in mites, but it is in effect for midget & intermediate.
12. "No Walk Rule" will be in effect for mite only. "No Walk Rule" is listed separately.
13. Mites Only: No batter will be allowed to advance to 1<sup>st</sup> base on a 3<sup>rd</sup> strike not properly handled by catcher.
14. Modified Speed Up Rule: a) wave batter to first base on an intentional walk; b) substitute runner for catcher with 2 outs when the catcher is on base; c) use last player making an out to run for the catcher
15. Coaches must identify their catcher on their line up card/scorebook to the scorekeeper before each game. Any changes to the catching position must be given to the scorekeeper at that time.